



### Next Generation Tactical Situation Assessment Technologies (TSAT)

### "Iconic Chat Data Glove"

LorRaine Duffy, PhD LorRaine.Duffy@navy.mil Emily Wilson, ewilson@spawar.navy.mil Sunny Fugate fugate@spawar.navy.mil Gary Rogers rogers@spawar.navy.mil Dennis Magsombol dennis.magsombol@navy.mil Omar Amezcua omar.amezcua@navy.mil Nghia Tran nghia.tran@navy.mil Hoa Phan hoa.phan@navy.mil Vincent Dinh dinhvv@spawar.navy.mil





Agenda



- Objective: Chat in Situation Assessment (SA):
  Today
  - Tomorrow's Vision
- Technical Approach w/emphasis on FY07 Goal
  - Linguistic Research and Analysis focusing on predicting situation assessment *content*
  - Visual/Icon-based Language of Situation Assessment
  - Technology of Inscription (Keyboard-Independent Data Entry Technology for hostile/extreme environments)



- *Chat is the Primary* and often *singular* means of tactical communication for situation updates on intermittent/discontinuous networks, superseding radio communications
- **Strikegroup (ship) CONOPS**: Establish 500-800 chatrooms, 2-4000 users in each "channel," based on functional roles; establish at beginning of mission, continuing for months to years
- Joint CONOPS: Establish hundreds of chatrooms in theater of operations with joint service participation, based on mission objectives; allows joint access to service specific chatrooms to maintain non-intrusive situation awareness of service-specific activities

### • Chat Functions:

- Supports real-time targeting;
- Supports edge users (on low/intermittent b/w)
- Immediate COP context updates
- General information sharing updates on regular basis (across months) to establish ops-tempo/battle rhythm management
- Supports Cross-Domain operations



## What it looks like today: 1980→2006



4

DMS (and Email): atBox - Microsoft Internet Explorer - 🗆 × Edition Affichage Fayoris Outils ? R xxxxxZ OC http://localhost.8080/jchatbox/skin\_multilanguage/login.jsp Produced Time-late FM COMCARS NetForce has joined chatroom. TO USJECOM tForce> Hi ! Example Chat Log: tForce> I'm under Netscape 4.77 USPACOM NetForce has left chatroom. IE5.0 has joined chatroom. Difficult to read ALLIED COMM 5.0> Hello all ! 5.0> I'm from <a href="http://www.javazoom.net">http://www.javazoom.net</a> AC2C4ISR LAN Mozilla has joined chatroom. Produced in real zilla> Hey, I'm using Mozilla ! DISA WASHIN 5.0> Nice :-) Not used for real-time SPAWAR SYST 5.0> Are you a Java programmer ? time; unstructured zilla> Yes, I am and you ? NAVAL POST 5.0> I'm a J2EE Architect from SUN zilla> great ops, but as formality USS ENTERPR zilla> Have you check out J2EE 1.4 draft ? content 5.0> Not yet USS ANZIO zilla> ok ... I'll be back in a few minutes ... \*\* Mozilla has left chatroom. INFO COMMANDER NAVAL NETWORK WARFARE COMMAND <IE5.0> HELP [command] : TIME, CHAT, REFRESH, QUIT BT <IE5.0> CHAT [recipient] [message] : Sends message Difficult to quickly <IE5.0> TIME : Returns server time MSGID/GENADMIN/COMCARSTKGRU TWELVE/-/OCT// <IE5.0> 2003/01/02 13:40:43 \*\*\* Mozilla! has joined chatroom. SUBJ/WELL DONE// <Mozilla!> I'm back comprehend <IE5.0> Did you try jChatBox commands ? RMKS/1. I WISH TO SEND NOTE OF PERSONAL THANKS FOR YOUR <Mozilla!> No, what's that ? <IE5.0> Try /help SUPPORT OF OUR JOINT/COALITION OPEN STANDARDS TACTICAL <IE5.0> and check out documentation on http://www.i <Mozilla!> Oh ... I see. CHAT DEMONSTRATION ON 19 OCT 05. YOUR ORGANIZATIONS Used for real-time <IE5.0> Did you try Applets client too ? <Mozilla!> Yes PROVIDED EXCEPTIONAL SUPPORT IN TERMS OF ENGINEERING, <Mozilla!> It supports multilanguage support too ! EOUIPMENT TO HOST THE TEST. AND PERSONNEL TO PARTICPATE <Mozilla!> Hey it's a private message :-) dynamic targeting AND PROVIDE FEEDBACK. THE TEST WENT EXCEEDINGLY WELL Message : I guess you've found out commands :-) AND WOULD NOT HAVE BEEN POSSIBLE WITHOUT YOUR ASSISTANCE AND DEDICATION. SPECIAL APPRECIATION GOES TO: Terminé E Intranet local

> CBIS Conference Austin TX ©LorRaine Duffy US NAVY SSC SD



### S&T Challenge



- **Objective**: Enhance *rapid* situation assessment updates among teams of warfighters in a hostile environment through language improvement and novel, wearable computing devices.
- Today's Chat, should, in 10 years:
  - Must not be solely text-driven (too slow; too ambiguous, very unstructured)→combined, efficient icon + text
  - I-18-n=Internationalization capable
  - Must be able to accommodate edge (tactical) users
    - Capable at very low b/w, high jitter environment
    - Chemical-Biological Warfighters in MOPP gear
    - Special Operations in Hostile Settings: oil spills, fire, tsunamis, oxygendeprived environments
    - Very-Edge Users: minesweepers, submarines, and astronauts
  - Must be able to integrate with geographic land-based terrain maps and COPs, AND non-geographic computer-based "terrain" (global network ops-network topology)



## Technical Approach



### • Linguistic Research & Analysis

- Improve the ability to derive *the content* of current chat messages, by defining candidate linguistic "themes" of warfighter language, for transition to an augmented iconbased language, to improve efficiency of knowledge sharing
- Visual/Icon-based Language of Situation Assessment
  - Develop a icon/symbol-based language to augment text, used to more quickly communicate complex relationships and *evolution* of relationships of objects of interest in geographic and non-geographic environments; a true combat "*leet speak*"
- Technology of Inscription
  - Prototype a revolutionary *keyboard-independent* technology of inscription for this new language, for use in a Net-Centric Warfare environment

SPAWAR Linguistic Research & Analysis



- Fleet usage of chat is widespread, but current tools and management of chat databases are vastly inadequate for information retrieval
  - ASW
  - Air Force
  - Battlewatch centers
- Accurate portrayal of the military chat domain is essential for any future improvements to chat clients, GUIs, or methods of use.
- Identifying topic trends present in all military chat domains ulletcan help to define the problem space
- Statistical analysis of chat--its structure, topical • organization, and user trends--must first be applied





### **Computer Mediated Discourse (CMD)**

- A field of study that focuses primarily on <u>unstructured</u> <u>textual analysis</u>
- Modes of communication include chatrooms, instant messaging, emails, wikis, and blogs

### **Text Data Mining**

- A data mining application that reveals new information from <u>text collections</u>
- Computational Linguistics employs text data mining to statistically analyze corpora in order to discover useful patterns or trends



### Methodology

- A corpus, or collection of texts, must first be preprocessed to remove information-poor terms
  - Determiners
  - Conjunctions
  - Modifiers
  - Tokenization
  - Lemmatization
- Once a corpus has been reduced to its most information-heavy state, statistical analyses can be applied
  - Word sense disambiguation
  - Text categorization
  - Clustering

#### SPAWAR Systems Center Systems Center



Chat is currently primarily textual, however...

• Symbolic and visual information is prevalent

#### • Visual information is often embedded directly within chat

- emoticons: :)
- acronyms: lol 5,689 documented acronyms in use by DoD (Joint Publication 1-02)
- wordplay (1337 speak): t8k m3 700 j00r 13373r
- color: speaker identification, emphasis, differentiation
- <u>hyperlinks</u> / URIs
- embedded icons & images: 🖂
- file & object attachments: 🧊 🖻
- These are natural and inevitable augmentations of textual-based communication
- Convey information in a **simple**, **compact**, and **efficient** manner
- Neither chat nor its visual content is disciplined:
  - loose associations
  - language misuse
  - ambiguous acronyms
  - no formal chat iconography or integration with existing standards for symbols (MIL STD
  - 2525b, NATO Military Symbols) or acronyms (Joint Publication 1-02)
  - difficult to use entry and retrieval mechanisms

#### These problems result in a loss of shared context, information loss, and communication errors

### SPAWAR Systems Center Visual & Icon-based Language



We want chat users to utilize visual language and visual representations of knowledge.

Why?

- Increase information carrying capacity
- Enhance expressiveness of the chat medium
- Eliminate ambiguity when using a formal iconography and shared context
- Embrace the concept of **shared context**
- Enable a radical transformation of the communications medium
- Provide a natural bridge between gesture and text communication

"...gesture supplies a visual, iconic component that can provide extra information or circumvent prolonged explanation....Moreover, people naturally resort to manual gestures when trying to communicate with people who speak a different language."



Dr. Michael C. Corballis, 1999 "The Gestural Origins of Language"

How can we best **augment**, **disambiguate**, and **improve** textual content using visual representations of language, objects, and information?

Jan 07

#### SPAWAR Systems Center Systems Center Systems Diego









# Development of a keyboard-independent language-entry device

- Initial development of a wireless glove capable of digitizing movement and position of user's fingers, hands and arms
- Glove can operate as a keyboard/input replacement where a standard keyboard would not be possible (hostile environment/chemical fires/biological threat) or is inconvenient (in space/underwater)
- Capable of recognizing static and dynamic gestures



### Technology of Inscription Gestures in Hostile Environments



- Covert/silent environment: need to communicate without alerting enemy
- Precise communication: gestures can be an efficient means of communication, coupled with persistent storage



**Static Gestures** 



**Dynamic Gestures** 



## Technology of Inscription Data Glove Prototype







#### **Layout Sensors**

#### A complete glove system

CBIS Conference Austin TX ©LorRaine Duffy US NAVY SSC SD



## FY07 Goals



#### Linguistic Research and Analysis

- Metrics identification and testing
- Statistical analysis of chatroom topical content, user trends/themes
- Initial prototype in place for chat user database or topic threading detection Visual and Icon-Based Language
- Research state-of-the-art visual language techniques which can be applied to Situation Assessment chat communication
  - Icons & Acronyms: MIL STD 2525b, JP 2-01
  - Constructed languages: Blissymbolics, Phonetic Picture-writing
  - Domain specific languages: ChemBio, ASW, NASA, Special Forces, Global NetOps
- Identify innovative presentation mechanisms which can be used
- Application specific visual communication: Gesture, ASL
- Determine metrics for ease of use, efficiency, and ambiguity resolution. Does information capacity (knowledge) increase with less keystrokes?

**Technology of Inscription** 

- Reconfigure sign language glove for wireless connectivity
- 1<sup>st</sup> Generation Programmable interface
- Work with G-speak/MIT/UCIrvine/UCSD/NASA on novel interface methods







## Questions?





## Linguistic Research & Analysis References

### References

- Hearst, Marti A. Untangling Text Data Mining. In Proceedings of ACL 99: the 37<sup>th</sup> Annual Meeting of the Association for Computation Linguistics, University of Maryland, June 20-26, 1999.
- Chris Manning and Hinrich Schutze, *Foundations of Statistical Natural Language Processing*, MIT Press. Cambridge, MA: May 1999.
- Herring, S.C., 2001, Computer-mediated discourse. In D. Schiffrin, D. Tannen, and H. Hamilton (Eds)., *The Handbook of Discourse Analysis*, Oxford: Blackwell Publishers, 612-634.
- J. Bengel, S. Gauch, E. Mittur, and R. Vijayaraghavan. Chattrack: Chat room topic detection using classification. In 2nd Symposium on Intelligence and Security Informatics, 2004.



## Visual & Icon-based Language References



- ISO 7001, 'Public Information Symbols'.
- ISO 7010, 'Graphical Symbols in Safety Signs'.
- ISO 9186, 'Graphical symbols Test methods for judged comprehensibility and for comprehension'.
- ISO 24409, Ships and marine technology Design, location, and use of shipboard safety-related signs'.
- MIL STD 2525b, 'Common Warfighting Symbology'.
- U.S. Army Field Manual (FM) 1-02, 'Operational Terms and Graphics'.
- Joint Publication 1-02, 'Department of Defense Dictionary of Military and Associated Terms'.
- NATO Standardization Agreement 2019 (APP 6), 'Military Symbols for Land Based Systems'.
- Armstrong, David F.; Wilcox, Sherman E.; Stokoe, William C.: 1995. 'Gesture and the Nature of Language', Cambridge University Press
- Bliss, Charles K. 1965. Semantography (Blissymbolics). Sydney: Semantography (Blissymbolics) Publications.
- Chang, S. K.; Polese, G.: 1994. 'A Methodology and Interactive Environment for Iconic Language Design', International Journal of Human Computer Studies.
- Corballis, Michael: 1999. 'The Gestural Origins of Language', American Scientist, March-April 1999.
- Cynthia A. Brewer, 1994, "Guidelines for Use of the Perceptual Dimensions of Color for Mapping and Visualization," Color Hard Copy and Graphic Arts III, edited by J. Bares, Proceedings of the International Society for Optical Engineering (SPIE), San Jose, February 1994, Vol. 2171, pp. 54-63.
- Dreyfuss, Henry: 1972. 'Symbol sourcebook; an authoritative guide to international graphic symbols', McGraw-Hill.
- Fugate, Sunny: 2004, 'Joint Cert Database Visual Language Prototypes', Joint Task Force for Global Network Operations (internal document), March 2004.
- Honeywill, Paul: 1999. 'Visual Language for the World-Wide-Web', Intellect Books.
- Neurath, Marie; Hogben, Thomas; Lancelot: 1949. 'From cave painting to comic strip; a kaleidoscope of human communication', Chanticleer Press.
- Sassoon, Rosemary; Gaur, Albertine: 1997. 'Signs, Symbols and Icons : Pre-history to the Computer Age', Intellect Books.
- Staggers, Nancy; David Kobus, David: 2000. 'Comparing Response Time, Errors, and Satisfaction Between Text-based and Graphical User Interfaces During Nursing Order Tasks', Journal of the American Medical Informatics Association, 2000.
- Tufte, Edward: 2001. 'The Visual Display of Quantitative Information', Graphics Press.
- Shneiderman, Ben: 1997. 'Direct Manipulation for Comprehensible, Predictable and Controllable User Interfaces', International Conference on Intelligent User Interfaces Proceedings of the 2nd international conference on Intelligent user interfaces.
- Wilcox, Sherman: 2004. 'Cognitive iconicity: Conceptual spaces, meaning, and gesture in signed languages', Cognitive Linguistics 15-2 (2004), pp 119-147.
- Yazdani, Masoud; Barker, Philip: 2000. 'Iconic Communication', Intellect Books.





## G-Speak Gestural Technology



g-speak is the first commercially oriented gesture recognition company, with solutions already in development in the defense and aerospace sectors. gspeak inventor and company founder John Underkoffler consulted on "Minority Report" to develop the gesture language used by characters to call up and sift through video material in that futuristic film.

www.**g-speak.com** (for CBS video) or contact Thomas Wiley at (323) 244-8366.

http://www.g-speak.com/